March 5	Conference call with Shere and committee
March 15	Story boards submitted for approval
March 18	**Committee meets to approve storyboards. Discusses them in conference call with Shere. Committee also decides who will be doing usability tests in April.**
March 21	2nd draft of storyboards, depending on the amount of change agreed upon on March 18
March 25	**VL/committee approves 2nd draft – meeting/conference call.** Work begins on preliminary version (straight HTML) for 1st round of usability tests.
April 2	**Questions/ process for usability tests are developed.**
April 2-8	Spring break for schools
April 8	1st round of usability tests begins
April 22	**Results of usability tests conveyed to Shere – meeting/conference call** Prototype production begins
April 29	Creation of flash images, animation, sounds, scripts Development of rollovers, animated gifs, jpegs for HTML version
May 6	Write flash detection script Test locally for bugs, browser compatibility, general efficiency of site elements
May 13	**Usability testing, phase 2** – upload prototype on actual server in password protected area.
May 15	**Committee plays with the site to see what works and what doesn't**
May 17	**Email LMS list to have k12 community test and give feedback – work with kids.**
May 28	**Results of usability conveyed to Shere - committee meeting/conference call** Begin revisions based on feedback
June 3	Revise scripts, animations, composition, etc. Re-slice ImageReady files and test links
June 10	Debug, iron out complications and conflicts
June 17	Final revisions begin Testing for browser compatibility
June 25	Recheck all links and URLs Final tweaks and refinements
June 28	Upload final version of site.
July 1	Announcements, promotion